

# SOMETHING IN THE SWAMP

## AN UNDEADLY ENCOUNTER



**FEAR FOR YOUR LIFE IN THIS TERRIFYING ADVENTURE  
CONTAINING NEW MONSTERS, MAGICAL ITEMS,  
AND A GUIDE FOR CREATING HOMEBREW ZOMBIES**

# SOMETHING IN THE SWAMP

## AN UNDEADLY ENCOUNTER

Illustrations and Story Created by: Ted Chieffe

Fear for your life in this terrifying adventure designed to challenge a 5th level party. This guidebook also has resources for creating your own custom zombie adventure.

## Happy Zombie Hunting!



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# Introduction

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This adventure can take place in any town or setting, provided a swamp is in the nearby vicinity. The difficulty is designed for a group of four level 5 adventurers but can easily be adapted to any level or party size.

## It Begins

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The main antagonist of this adventure is a Corpse Spinner. Corpse Spinners are fiends hailing from the Plane of the Demonweb Pits. They have the torso and legs of a spider, and upper body of a woman.

Corpse spinners are masters of the undead and enjoy using their silk not to spin webs, but to stitch together bodies of corpses which become their servants. They use these servants to collect more dead bodies, slowly amassing a lair full of them. Not much else is known about them, however the main reason they travel to the Material Plane is to lay their eggs.

Once they have collected enough corpses, they lay their egg sack and return to their home world. The eggs hatch 6 days later and consume the corpses and all other undead inside the lair. Once they've finished, they consume each other until only one is left standing. That one is then called back to the Demonweb Pits to join their brood mother.

Unbeknownst to the party, a Corpse Spinner has recently taken over the hideout of a band of goblins which lies deep within the swamp. She kills and enslaves them all, as well as their worg, and begins to have them fill her lair.

A few of her minions stumble upon a

hunting cottage in the swamp and attack its inhabitants. Two of the hunters are killed but one escapes and manages to flee to the nearby town and stir up enough of a panic that the town guards asks the party to investigate.

The party must first navigate the treacherous swamp, which holds its own challenges, before reaching the cabin itself to look for clues. Once there they find it they are greeted with signs of a slaughter, but there are no bodies to be seen. However, there are tracks that lead from the cabin deeper into the swamp.

After following the tracks, the party is attacked as a deep fog rolls in. Here they encounter these stitched zombies for the first time as they are out on their search for more corpses to fill their master's lair.

Continuing on they will find the lair itself, and when entering are confronted by a swarm of zombies before getting to the final chamber where they encounter the zombie worg guard and the Corpse Spinner herself.

The party can find some useful magical items from the Corpse Spinner, as well as some remaining loot from the goblin hideout before returning to the town to collect their reward.





# Starting the Adventure

The adventure starts in a small town on the edge of a swamp. It's early on a chilly fall morning, but the town is already awake and alert. Apparently a disheveled man wearing tattered clothing has ran frantically into the town center screaming incoherently, and rumors have already started to spread around the town. He has been escorted by the town guard to the warden's guardhouse for questioning.

## Getting the Players Involved

Options include:

- The Innkeeper where they are staying brings it to their attention
- The party overhears some townsfolk talking about the mysterious man
- The warden sends guards to request their help and escorts them to the guardhouse

Before the party reaches the guardhouse, they have the option of rolling **Investigation checks** to ask villagers for info, or rolling **Perception checks** to overhear villagers talking about the incident.

Roll	What they learn
10+	The man came from the direction of the swamp
15+	He was covered in scratch marks and was yelling about his friends being killed
20+	He looks like Arvald Miller the hunter

## At the Guardhouse

When the party reaches the guardhouse, they are greeted by the warden who informs them about the man. He can confirm any rumors they have heard except neither the warden or guards know his name. The Warden warns the party that the man is not in a good state and its been hard to get any more answers from him. He's mostly just repeating the word "dead" over and over.

Once the party sees the man, a **DC 10 Insight check** reveals that he is severely afraid and exhausted. The party can attempt to question him and will confirm any details they have heard. He can also give a general direction to the cabin in the swamp where he is coming from. He is hesitant however to give too much info about what did this to him. Instead, he will start repeating the word "dead" over and over again. If pushed too hard, he will pass out and lose consciousness.

If the party manages to confirm his name is Arvald Miller, or gains enough info about him, one of the town guard can chime in and say that he thinks he might know the man's cousin, Zeikbo Miller.

**Option:** It's up to you as the DM to decide if this info would come to light. If you think the party will be overwhelmed by this adventure, I would suggest that you allow this to come up so the party can get the help of Zeikbo Miller as an NPC. Feel free to change names, but I thought it was clever that Zeikbo Miller is an anagram for Zombie Killer.



# The Quest is Given

The warden requests the party to look into it and return the bodies. He also offers them a monetary reward if they can get to the bottom of it. The guard who spoke up can tell the party that Zeikbo can help them and that they can probably find him at the local tavern. If needed, the warden can offer them basic supplies and a **Potion of Healing** for their troubles. He also suggests they depart as soon as possible to avoid traveling through the swamp at night.

## Zeikbo Miller, Zombie Killer

Zeikbo works as a bodyguard/mercenary in the town. Although he has a penchant for working “outside the lines” of the law, he is generally well regarded around town and has helped the guard on occasion.

The party finds him passed out in the local tavern with a half finished glass of ale in front of him. He has red hair, a thick red beard, and is all around athletic looking with a few scars on his face. When he wakes up, he slurps down the rest of his drink and puts up his hand for a handshake.

Once the party explains what has happened to his cousin Arval, he offers to tag along and help them. If the party wishes him not to come, it will require a **DC 16 Persuasion check**, otherwise he joins the party whether they like it or not. A **DC 10 Insight check** reveals that he seems to be a generally good guy and he knows his way around a fight.

While he doesn’t know exactly where his cousin’s cabin is located, he can help the party to find it.

## ZEIKBO MILLER

Medium humanoid (Human), Lawful Good

**Armor Class** 14 (chain shirt)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	9 (-1)	12 (+1)	14 (+2)

**Saving Throws** Str +4

**Skills** Athletics +4, Insight +3

**Senses** passive Perception 11

**Languages** Common

**Challenge** 1 (200 XP)

**Items.** Zeikbo is carrying a Potion of Healing, an Explorer’s Pack, and a flask of moonshine.

## ACTIONS

**Multiattack.** Zeikbo makes two shortsword attacks, or one crossbow attack.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

## REACTIONS

**Parry.** Zeikbo adds 2 to his AC against one melee attack that would hit him. To do so, Zeikbo must see the attacker and be wielding a melee weapon.

## Heading off

The sooner the party leaves, the more travel time they will have before nightfall. If the party takes too long to leave the town, they will suffer a penalty to finding the location of the cabin before nightfall. The party can make a **DC 10 Survival check** based on the rough directions that they were given to tell them it will take approximately 8 hours of travel to get there.



# Into the Swamp

The land here is soggy and every footstep creates a squishing sound beneath your boots. It is filled with dead trees, small bogs, and very few patches of dry land. Most of the few grassy areas seem to be floating on the water and occasionally gives way when a party member steps on it.

## Navigating the Swamp

To determine if the party can reach the cabin before nightfall, they must complete a skill challenge. The party gets a total of 5 rolls before night falls (or less if they delay leaving town). **The DC for each roll is 13.** If the party gets a success, that equals 2 hours traveled towards the cabin. A failure means they don't make any progress. The party must get 4 successes to reach the cabin.

If the party wants to continue traveling through the night, each skill roll is now made with disadvantage and the party can potentially gain exhaustion for each roll made with a **DC 10 Constitution check** to avoid exhaustion.

Each party member should make at least one skill check, and Zeikbo can give advantage on an Athletics check. Example checks could include Survival, Nature, Perception, Athletics, etc, as long as the party member can make a good explanation of why each check would help them navigate this area.

After every roll after nightfall, roll a d6. On a 4-6, the party faces a random swamp encounter. If the party members decide to spend the night in the swamp, roll for a random swamp encounter.

## Swamp Encounter Table

d6	Encounter
1	3 Muckruckers (Medium)
2	4 Muckruckers (Medium/Hard)
3	Giant Crocodile (Medium)
4	Giant Swamp Snake (Medium)
5	Bunyip (Easy)
6	2 Bunyips (Medium/Hard)

The stat blocks and basic strategies for each of these creatures can be found in the Stat Block Appendix.

## A Night in the Swamp

If your party is able to reach the cabin before nightfall, skip this section.

Otherwise, the soggy swamplands provide a difficult place to spend the night, whether it be the swarming mosquitoes, water soaked sleeping gear, or the pungent stench. You may choose to impose one of the following penalties to your party for having to take a long rest in such harsh conditions.

Options include:

- Players can only benefit from a short rest
- Players must make a **DC 10 Constitution saving throw** or take a point of exhaustion
- Players lose a number of hit dice equal to 1d8 minus their Constitution modifier
- Gear, such as rations or parchment, become ruined



# Finding the Cabin

The small hunter’s cabin is situated on one of the few patches of dry land protected by a some willow trees. Wooden, with a small stone chimney and animal hides drying on a rack out front., it’s a pleasant and cozy sight inside the nasty swamp.

## Gathering Evidence

Most of the evidence is loud and clear. A stench of death surrounds the cabin. The inside is in disarray, the beds have been ransacked, and fresh pools of blood cover the floor and walls. No bodies however. Also noticeable is a foot caught in a hunters trap that was placed in front of the doorway of the cabin. A **DC 10 Medicine check** will reveal that the foot looks like its been long dead and rotted.

**Investigation checks** made *inside* the cabin will reveal extra info based on the roll:

Roll	What they find
10+	A rather crudely made leather necklace with a green stone inlay (nonmagical)
15+	Part of an ear of what looks to be human, still fresh
20+	Bits of torn clothing covered in black ooze that reek of death

Outside the cabin are obvious signs of a struggle and what looks to be tracks heading off into the swamp in the opposite direction from which the party came.

**Investigation checks** made *looking at the tracks* reveals extra info based on the roll:

Roll	What they learn
10+	2 tracks appear to be roughly humanoid
15+	It also looks like bodies have been dragged through the mud
20+	The 3rd track appears to be humanoid but missing a foot

The party can also find the following items inside and around the cabin:

- (2) Animal Hides
- (1) Hunting trap (with foot)
- (6) Rations, in the form of dried meat
- (2) Shortbows, one is broken
- (1) Quiver with (10) Arrows
- (2) Daggers and (1) Handaxe
- (1) Iron Pot
- 12 Silver pieces

Spending the night at the cabin is a good idea for the party despite what seems to have happened here. It offers protection from the swamp areas and looks to be safer than sleeping in the actual swamp. You could have the party roll a **DC 10 Survival check** to get this info or just tell your players. If the party spends the night here, they should feel scared and paranoid, but not face any encounter. Example language includes: “The stench of death lingers in the air...Haunting scratches and snaps can be heard in the nearby swamp...terrible thoughts haunt your dreams and you wake up in a cold sweat.”

If the party spends more than one night here, roll to see if they are attacked by 2d4 zombies.



# Following Tracks

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The tracks lead off into the swamp. The path seems to be tedious and more difficult than their first day of travel. As they travel onward, a dense fog creeps in severely restricting the party's view.

## The Tracks

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The tracks themselves are easy enough to follow. Whatever created them was obviously not trying to cover them up. They follow the tracks for about an hour without difficulty. The party can roll a **DC 10 Nature check** to reveal that animal life and animal sounds seem to be almost nonexistent in this part of the swamp. If the party tries to drink any water nearby, have them roll a **DC 10 Nature check** to reveal that the water is diseased. Anyone who drinks it takes 2d6 poison damage and is poisoned for 1d4 hours.

## Fog Rolls In

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After a couple hours of following tracks, a heavy fog rolls in unexpectedly. The party is having trouble staying together. Have each party member roll a **DC 13 Perception check**. Any party member who fails is separated from the group. Anyone separated ends up **60 feet** away from any other group member.

Pick the weakest member who was separated, or determine one randomly. That person gets ambushed by a party of 4 zombies and a zombie amalgamation. If no one is separated, the party is attacked without ambush. Each party member must roll a **DC 13 Perception check** to locate the

lost party member who is being attacked.

Describe the zombies as stitched together remains of corpses from different races and sexes. The amalgamation has wolf-like features but also seems to be built from the remains of other swamp creatures like alligators, lizards, giant toads, etc. They were dragging with them what look like rotted remains and limbs that they seem to have dug out of the swamps.

It should be made obvious to the party that these creatures are not acting on their own and are being controlled by a greater force that the party should seek out.

## Finding the Source

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After following the tracks for another couple of hours, the fog clears and the party can see a small rocky hill in the distance. There appears to be a cave entrance that goes inside. Just before the cave entrance is a bog that the party must cross before entering the cave. The party can see the tracks go into the cave and should be fairly certain this is where the zombies have been coming from.

Inside the bog are three zombie crocodiles, and similar to the amalgamation are made from bits of other creatures as well. A **DC 10 Perception check** will reveal the first crocodile, and a **DC 15** will reveal all 3. This encounter can be avoided with a **DC 12 Stealth check** to sneak around the bog, but the party must then enter straight into the cave or the crocodiles will roll a perception check to notice them each round since they are tasked with protecting it.



# The Cave of Corpses—Map



Legend	
1	Zombie Crocodiles
2	Magic Trap Door
3	Swarm of Zombies
4	Goblinoid markings
5	Zombie Worg Attacks
6	Altar of Corpse Spinner
7	Loot from Goblins
8	Teleportation Circle
X	Pile of Corpses



# The Cave of Corpses

The cave is dark and deathly quiet. A stench emerges from cave that reminds the party of their past encounters with these stitched zombies. Are they brave enough the face the challenge and enter this cursed cave?

## The Entrance

The entrance to the cave is protected by magical means. An invisible magical aura allows *living* beings to enter the cave, but when they try to leave they smash into an impassable wall of force. Sound or magic also cannot travel from the inside out, however undead can leave and enter at will. It looks like this was designed to lure in living victims so they can be killed and turned into zombies.

Options for foiling the trap include:

- Dispel Magic, treat aura as a 3rd level spell
- Since undead can leave the cave, stacking up zombie bodies along the entrance will disable the aura
- Killing the creator

The party may detect the aura with Detect Magic, which will show the spell is abjuration with hint of necromancy. It also acts as an Alarm spell to the corpse spinner.

The party can choose to wait outside the entrance. Each hour they wait, roll a d6. On a 4 or 5, a zombie party leaves the entrance, and on a 6 they see a zombie party return with corpses. A **DC 10 Stealth Check** will allow to party to remain hidden and they can potentially take a short rest here.

## The Zombie Swarm

About 60 feet into the cave wait a swarm of zombies. If the party triggers the alarm, the corpse spinner will call them to attack. The party may try to run, but they are most likely trapped inside the cave by the aura so their only option is to fight with their back against the wall (quite literally)

### SWARM OF ZOMBIES

*Huge undead (swarm), neutral evil*

**Armor Class** 8

**Hit Points** 95 (10d12 + 30)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Damage Resistances** bludgeoning, necrotic, piercing, poison, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, stunned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands all languages it spoke in life but can't speak

**Challenge** 3 (700 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small humanoid. The swarm can't regain hit points or gain temporary hit points.

**Grasp of Death.** While the swarm is occupying the same space as another creature that is hostile to it, that creature must make a DC 12 Strength Saving Throw or be restrained. The DC is lowered to 10 if the horde has half of its hit points remaining or fewer. The creature can use an action to repeat the saving throw at the start of each of its turns.

**Ungainly Mob.** The zombie horde automatically fails Dexterity Saving Throws. Any attack roll that totals 20 or more after modifiers ignores the resistance to bludgeoning, slashing, or piercing damage.

**Power in Numbers.** The swarm does not face the full effects of the Turn Undead ability. It has advantage on the saving throw, and if it fails the saving throw the only effect is its movement speed is halved and it can only make one attack until the end of its next turn.

### ACTIONS

**Multiattack.** The swarm of zombies makes two attacks.

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, or 5 (1d6 + 2) bludgeoning damage if the swarm has half of its hit points or fewer.



# The Cave of Corpses

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As the party progresses past the pile of undead and deeper into the cave, the smell worsens. Dread starts to set in as they pass rotting piles of bodies and spare parts lying along the walls of the cave. What is this horrible place, and who created it?

## Pressing On

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Pressing on into the cave reveals more dead bodies, but these ones appear not to have been stitched together yet. The party can also see some markings in a small enclave that a **DC 10 Nature Check** will reveal to be Goblinoid, or can be read by anyone who speaks goblin to say “Skurvar was here” and “home of the copper piece boys.” It appears this used to be a goblin cave, which makes sense as many of the zombies seem to have goblin parts.

As long as the party is inside the cave, the Corpse Spinner will use Thaumaturgy to taunt them. Her voice seems to call out from all corners of the cave but there is nothing to be seen. Instead she awaits them in the final chamber.

Every couple of minutes that the party spends in the cave, they will be met by a group of zombies who are wandering from deeper inside. The party should not be able to take a rest while inside the cave and should feel pressure to move along.

## Final Fight Strategy

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Once the players enter the final chamber, they find it slightly illuminated in a dull green glow. Near the back of the room, they see and hear what looks to be a swarm of

insects buzzing around. A **DC 12 Perception check** will let them see a creature standing inside the swarm of insects. **DC 18 or higher** will reveal that it looks spider-like. Roll initiative!

At the start of the fight, the zombie worg abomination attempts to attack the party and keep them from moving further into the room. It looks like a greyish and white eyed worg, but it has two undead goblins stitched to its neck that shriek and also attempt to attack the party.

The Corpse Spinner will use its lair actions strategically, only using explode corpse if there are players nearby a pile of bodies. It doesn't care if the abomination is within range of the bodies as it only cares about killing. Otherwise it alternates between the other two lair actions. Remember it can't use the same one two turns in a row.

The corpse spinner will retain the cover of the swarming insects for as long as it can retain concentration. Once that goes, it is free to use its web spell to try and trap creatures near a pile of corpses or keep them at a distance.

Once engaged, it will attempt escape with misty step and will take to crawling along the ceiling of the chamber which is about 15 feet high for the rest of the fight.

Once killed, the green glow flashes and then disappears. The player who laid the final blow to the corpse spinner will roll for their curse.



# The Cave of Corpses—Boss Fight

## CORPSE SPINNER

Large fiend, Neutral Evil

**Armor Class** 15 (natural armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	11 (+0)	12 (+1)	16 (+3)

**Saving Throws** Con +5, Cha +6

**Skills** Arcana +3, Deception +6

**Damage Resistances** necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Infernal

**Challenge** 5 (1,800 XP)

**Innate Spellcasting.** The Corpse Spinner's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The Corpse Spinner can innately cast the following spells, requiring no material components:

At will: *chill touch* (5th lvl), *thaumaturgy*, *animate dead* (3rd lvl)  
2/day each: *inflict wounds*, *web*, *misty step*, *blindness/deafness*

**Staff of the Plague Flies.** Once per day, as an action, the Corpse Spinner can activate its staff of the plague flies. The staff becomes surrounded by a swarm of flesh eating flies in a 15 foot radius in all directions. Any attack made against the Corpse Spinner while inside the swarm has disadvantage. Any creature besides the Corpse Spinner that enters the swarm for the first time, or ends a subsequent turn there, must make a DC 14 Constitution saving throw, taking 4d6 piercing damage on a failure, or half as much on a success. Maintaining the swarm requires Concentration. The swarm lasts for 10 minutes or until dismissed.

**A Cursed Death.** In death, the Corpse Spinner curses the mortal being who killed it before its body withers away. Whenever a creature kills the Corpse Spinner, it must make a DC 14 Wisdom saving throw. On a failure, the creature receives a random greater curse, and receives a lesser curse on a success. The curses last indefinitely until removed by the *remove curse* spell, or other means. See table for the curses.

## ACTIONS

**Sting.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage and 3 (1d6) necrotic damage.



## LAIR ACTIONS

**Stench of Decay.** Sulfurous fumes drift out of the piles of corpses. The Corpse spinner chooses up to 3 creatures it can see. They must succeed on a DC 14 Constitution Saving throw or take 2d6 poison damage and become poisoned until end of next turn.

**Explode Corpse.** The corpse spinner chooses a pile of corpses it can see within 60 ft and causes it to explode. Each creature within 10 ft of the pile must succeed on a DC 14 Dexterity Saving throw or take 4d6 necrotic damage, or half as much on a success.

**Summon Claws.** The corpse spinner summons 1d4 Crawling Claws that come out of the ground in any area it can see within 60 ft. They act on its initiative count and follow its commands (no action needed to issue a command).

A Corpse Spinner is a necromantic creature hailing from the plane of the Darkweb Pits. It has the torso and legs of a spider, with a large black stinger. Instead of fashioning webs, it uses its silk to stitch together bodies. She enjoys cursing out her foes with snide remarks about how they will become her next servants.

# The Cave of Corpses—Curses

d6	Curse Name	Lesser Curse	Greater Curse
1	Curse of Weakness	Disadvantage on Strength checks and saving throws.	Cannot carry more than 10 lbs including weapons and armor. Disadvantage on attacks with weapons.
2	Curse of Slowness	Disadvantage on Dexterity checks and saving throws.	Movement speed is halved. Can't walk for more than 4 hours per day.
3	Curse of Illness	Disadvantage on Constitution saving throws. Any healing received is halved.	Max HP decreased by 5d4.
4	Cursed Sight	Disadvantage on Wisdom checks and saving throws. Passive Perception decreased by 5. Loses Darkvision.	Completely Blinded and gains all effects of Blindness.
5	Cursed Memory	Disadvantage on Intelligence checks and saving throws.	The creature forgets how to speak all but a few words in its native tongue.
6	Cursed Thoughts	Disadvantage on Charisma checks and saving throws.	Does not receive benefits from a long rest, and can only take one short rest per day.

First, determine the player who will be cursed (the one who slayed the corpse spinner) then have them roll a **DC 14 Wisdom Saving throw**. This determines if they will face a lesser curse or greater curse. If they get a greater curse, they also receive the effects of the lesser curse. Then have either the DM or the player roll a d6 to determine which curse the player will receive. The curse is permanent until removed.

The curses are meant to be a way to make this fight memorable but also create some plot hooks for the party's next adventure. They can be removed by a Remove Curse spell, but could also lead to a party searching out a specific priest or deity to have the curse removed as well. These curses are just suggestions, and any other curse ideas would likely work just as well. They could range from more role-playing (alignment changes, voice changes, race changes, growing spider legs, etc.) to more deadly (i.e. the player will die in 7 days unless the curse is broken).



# The Aftermath

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The cave has fallen dark and quiet. Although the corpses are hard to see now, their stench is still present and the new additions are contributing towards that. The shriveled body of the Corpse Spinner has nearly turned to dust, returning to its Fiendish home.

## Around the Cave

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If the party investigates further, they can find what looks to be some sort of altar where the Corpse Spinner has been performing its rituals. They also see remnants of some sort of teleportation circle which is now faded. Could this be how this horrible being came to this world?

There are many ways to connect this to your ongoing adventure, and they will ultimately depend on your characters, previous encounters, and the DM's plans for what will happen next. If you need some ideas for plot hooks, here are some examples:

- The Corpse Spinner was summoned by an even greater demon that wishes ill will on the nearby kingdom.
- The cursed party member needs to seek a special god or holy temple to ritual cleanse their soul.
- The party finds a scroll written in a fiendish script with mysterious instructions for raising an unknown being from the dead.
- The party finds a rusty locket in a corpse pile with a picture of a noble looking person. It that seems to be somehow magically enchanted.

## Looting

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The goblin who used to call this cave home still have some of their treasure hoard stored here. It seems like the Corpse Spinner wasn't interested in any of these coins or trinkets.

Items found include:

37 Gold  
12 Silver  
57 Copper  
5 Tattered Scimitars  
4 Shortbows (3 Broken)  
1 Hand Crossbow  
7 assorted gemstones (5 gp each)  
Set of crude dice made of bone (2 sp)  
5 pieces of plain silver jewelry (2 gp each)  
1 carved silver goblet with gemstone inlay (worth 50 gp)

While the Corpse Spinner didn't care for material goods, she did carry some interesting magical items with her which did not shrivel up and turn to dust with her body. The two items, Staff of the Plague Flies and Ring of Trapped Souls are detailed on the next page.

## Returning to Town

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The party can return home easily or with possible swamp encounters using the Swamp Encounter Table. Any remaining zombies are left wandering aimlessly and solo. The party can collect their reward and speak to Arvald. He will thank them for their service and inquire about his deceased companions. If you show him the leather necklace with green stone, he will cry as hold it close as he remembers it around the neck of his dear friend.



# Items of the Corpse Spinner

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## Staff of the Plague Flies

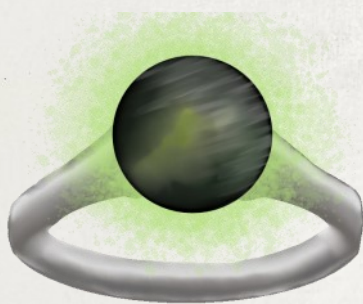
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*Staff, Rare (requires attunement by bard, druid, sorcerer, warlock, or wizard)*

*This staff was once a Staff of Swarming Insects, although it has since been corrupted by its bearer into what it is now. It appears to have an insect trapped in amber attached to the top of the staff.*

While holding the staff, you can use an action to release a swarm of plague flies in a 15-foot radius around the staff. While inside the swarm, all attack rolls against you have disadvantage. When the swarm appears, each creature in it must make a DC 13 Constitution saving throw. A creature takes 4d6 piercing damage on a failed save, or half as much damage on a successful one. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there. Maintaining the swarm requires concentration.

You may use this ability once per long rest.



## Ring of Trapped Souls

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*Ring, Rare (requires attunement)*

*This ring was created by an unknown fiend from the Demonweb Pits in order to trap souls of the dead for its own power. It is crafted out of a perfectly smooth obsidian stone which gives off a greenish glow.*

While holding the ring, you can use an action to trap the soul of a sentient creature that has died within the last minute. You must be able to touch the creature with the ring. You then increase your maximum hit points by 3 times the creature's CR rating, rounded up, for as long as you are wearing this ring. You may only gain the benefit of one trapped creature at a time, and when used again the previously trapped soul is released and any hit points from it are lost. When found the ring has the soul of a CR 1 creature inside.

**Cursed Item:** When the soul of a creature is released to make room for a new one, roll a d6. On a 1, the ghost of the released soul appears and is hostile towards you. This can take the form of a CR 4 Ghost or other undead creature.



# Bestiary—Zombies

## STITCHED ZOMBIE

Medium undead, neutral evil

**Armor Class** 8

**Hit Points** 30 (4d8 + 12)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Saving Throws** Str +4, Wis +0

**Damage Resistances** necrotic, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands all languages it spoke in life but can't speak

**Challenge** 1/4 (50 XP)

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### ACTIONS

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

## ZOMBIE AMALGAMATION

Medium undead, neutral evil

**Armor Class** 10

**Hit Points** 30 (4d8 + 12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

**Damage Resistances** necrotic, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands all languages it spoke in life but can't speak

**Challenge** 1 (200 XP)

**Keen Hearing and Smell.** The zombie amalgamation has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Undead Fortitude.** If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

The minions of a Corpse Spinner are slightly stronger than your average zombie. They are tasked with carrying corpses and carcasses back to the lair to be transformed or consumed.

Appearance varies greatly, as they are a mismatch of different humanoid creatures sewn together. Its possible some of them have extra limbs or appendages. In the instance of this adventure, many of the zombies have goblin parts.

Options to make them more dangerous include increasing Strength, Hit Points, or giving Multiattack.

The amalgamation is used to sniff out corpses for the humanoid zombies to dig up. This barely recognizable creature is a mishmash of a variety of swamp creatures and runs on four legs, all from different animals. The head and snout slightly resemble that of a hound or a wolf, which is likely where it gets its ability to sniff out the dead.



# Bestiary—Zombies

## ZOMBIE CROCODILE

Large undead, neutral evil

**Armor Class** 10 (natural armor)

**Hit Points** 42 (5d10 + 15)

**Speed** 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	2 (-4)	6 (-2)	5 (-3)

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** —

**Challenge** 1 (200 XP)

**Undead Fortitude.** If damage reduces the Zombie Crocodile to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the Zombie Crocodile drops to 1 hit point instead.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

## CRAWLING CLAW

Tiny undead, neutral evil

**Armor Class** 12

**Hit Points** 2 (1d4)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, poisoned

**Senses** blindsight 30 ft. (blind beyond this radius), passive Perception 10

**Languages** —

**Challenge** 0 (10 XP)

**Turn Resistance.** The claw is immune to effects that turn undead.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning or slashing damage (claw's choice).

## ZOMBIE WORG ABOMINATION

Large undead, neutral evil

**Armor Class** 11 (natural armor)

**Hit Points** 51 (6d10 + 18)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	4 (-3)	6 (-2)	5 (-3)

**Damage Resistances** necrotic, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Only understands the language of its creator

**Challenge** 1 (200 XP)

**Keen Hearing and Smell.** The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Undead Fortitude.** If damage reduces the zombie worg abomination to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie worg abomination drops to 1 hit point instead.

### ACTIONS

**Multiattack.** The zombie worg abomination makes one bite attack and two goblin corpse two attacks.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Goblin Corpse.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

The worg was previously a sidekick of the goblin clan that lived in the cave. It has since been turned into something much more despicable. The upper bodies of two goblins have been sewn into its neck, and they shriek and claw when it attacks.

Optionally, when the worg takes 15 or more damage from a single attack, there is a 50% chance that one of the goblin torsos is sliced off from the creature.



# Bestiary—Swamp Monsters

## GIANT SWAMP SNAKE

*Huge beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 112 (15d12 + 15)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

**Skills** Perception +3

**Damage Resistances** poison

**Condition Immunities** poisoned

**Senses** blindsight 10 ft., passive Perception 13

**Languages** —

**Challenge** 5 (1,800 XP)

**Tighten Grasp.** As a bonus action, the giant swamp snake can deal 9 (2d8) bludgeoning damage to a target it has had constricted since its last turn. This also increases the escape DC by 1 each time.

### ACTIONS

**Constrict.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage in a failed save, or half as much on a success.

## BUNYIP

*Large monstrosity, Chaotic neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	5 (-3)	12 (+1)	3 (-4)

**Saving Throws** Con +5

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 11

**Languages** —

**Challenge** 3 (700 XP)

**Hold Breath.** A Bunyip can hold its breath for an hour.

**Matted Fur.** The bunyip's fur is thick and matted and melee weapons can easily get caught. If a creature makes two melee weapon attacks in the same turn against the bunyip, the 2nd attack is with disadvantage.

**Swamp Rot.** The bunyip's mouth and claws are covered in disease. After a creature takes melee attack damage from the bunyip, its hit point max is decreased by 2. After a long rest, that creature regains any maximum hit points lost this way equal to 1d4 + their Constitution modifier.

### ACTIONS

**Multiattack.** The bunyip makes three attacks, one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Giant Swamp snakes are the worst of both worlds. They can constrict *and* use venom, as well as being massive and hard to kill. They are generally shades of brown and black, using color to blend into the swamp and sneak up on prey during the night. If attacking multiple creatures, they will start by constricting the weakest target and then biting at the others while continuing to tighten its grasp on its grappled target.

Bunyips are creature of lore that most have only heard rumors. They are large hairy swamp creatures with thick and matted fur and a body shape that resembles a giant lizard. Black ooze drips from its mouth and claws. Bunyips work alone or in pairs attempting to ambush unsuspecting prey and kill them with their diseased bites and scratches. They spend most of their time floating just underneath the water's edge and will only surface to take a quick breath or attack.



# Bestiary—Swamp Monsters

## GIANT CROCODILE

*Huge beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 85 (9d12 + 27)

**Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	17 (+3)	2 (-4)	10 (+0)	7 (-2)

**Skills** Stealth +5

**Senses** passive Perception 10

**Languages** —

**Challenge** 5 (1,800 XP)

**Hold Breath.** The crocodile can hold its breath for 30 minutes.

### ACTIONS

**Multiattack.** The crocodile makes two attacks: one with its bite and one with its tail.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

**Tail.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target not grappled by the crocodile. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

## MUCKRUCKER

*Medium monstrosity, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	5 (-3)

**Skills** Perception +5, Stealth +4

**Senses** tremorsense 60 ft., passive Perception 15

**Languages** —

**Challenge** 2 (450 XP)

**Hold Breath.** The muckrucker can hold its breath for 1 hour.

**Agile Tunneler.** The muckrucker has advantage on stealth checks while hidden underground in mud or clay.

**Blood Frenzy.** The muckrucker has advantage on melee attack rolls against any creature that doesn't have all its hit points.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage and 4 (1d8) acid damage.

Crocodiles this large only exist in the swamps. They are territorial and aggressive to anyone or anything that tries to encroach on its territory. They will often finish eating prey while killing off others with their muscular tail.

Muckruckers resemble large star-nosed moles but they have 4 pairs of legs and almost centipede like bodies. They lack eyes but can feel the slightest movements while underground and can smell blood from miles away. Their mouths cultivate natural acid from the swamp and they use this to help them burrow. They work in teams, burrowing holes underneath pathways and will pop up as creatures pass to bite their legs and pull them underneath the mud.